3DO

DATA EAST

DATA EAST

VIRTUOSO™

WARNING: READ BEFORE USING YOUR 3DO MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizzyness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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VIRTUOSO™

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INTRODUCTION

As the screams and applause still echo and reverberate inside your head, the awful irony of your successful lifestyle dawns on you as you relax in the confides of yet another hotel room. You are once again locked in. Confined by the hordes of adoring fans, desperate to touch the greatest musical talent of all time. Music is your life, but it is also your jailer!

Mobbed everywhere you go. Only the strange looking apparatus that sits before you, can offer the escape you desperately need. Placing the peculiar helmet on your head, you turn on the machine. The lights dim, the headphones inside the helmet crackle into life. Lowering the visor you sit back in the chair, preparing to leave this world and travel into the world of Virtual Reality.

Welcome to the world of imagination..... A world of limitless possibilities..... A world so life like it's virtually real..... A world called Virtuoso.

GETTING STARTED

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

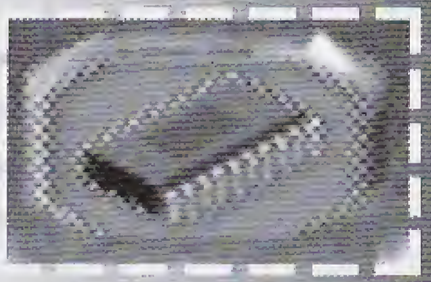
3. Press the OPEN/CLOSE button. The disc tray extends.

4. Insert your game disc into the disc tray (VIRTUOSO label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears (if you don't see it after a few seconds, turn OFF the player and begin again at step 1).

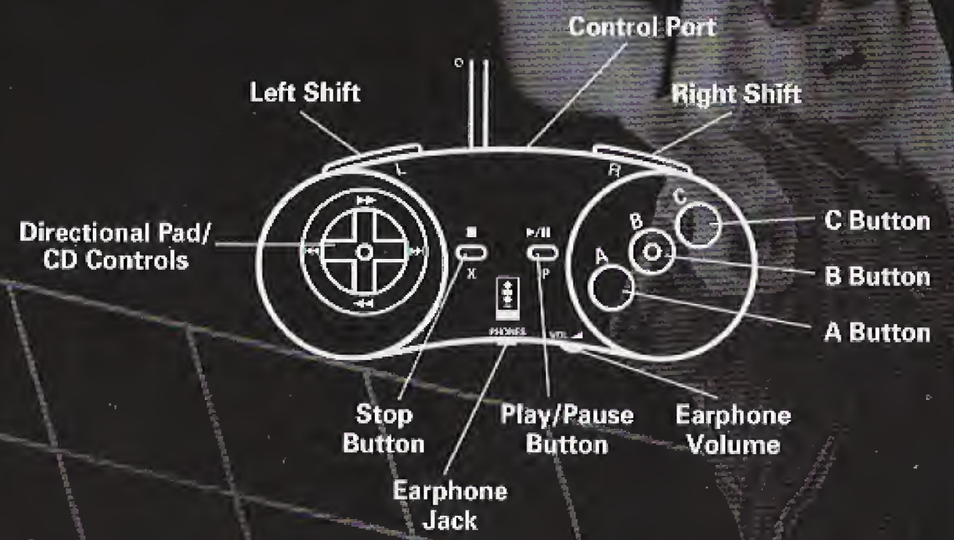
You will now have to wait a short period while the game starts. After the 3DO logo's have cleared you should be on the language select screen. Move the flashing highlighter with the control directional pad to select the desired language and press the PLAY button to confirm selection. After the licensing screens have cleared you should be on the main menu screen. From here you can start the game by selecting the START icon with the control directional pad and pressing any button.

LOAD ICON

To load a previously saved game simply click on the load icon. If a stored game was successfully found it will load and the game will start from where you saved.



PLAY CONTROLS



VIRTUOSO IS CONTROLLED BY THE FOLLOWING BUTTONS:

DIRECTIONAL PAD: Control the direction of our hero ; Left & Right (turning on the spot), Forwards or Backwards.

A BUTTON: If you have any Smart Bombs you may throw them with this key.

B BUTTON: Press this to make our hero fire.

C BUTTON: This will rotate our hero 180 degrees on the spot.

LEFT SHIFT BUTTON: Allows our hero to side step left.

RIGHT SHIFT BUTTON: Allows our hero to side step right.

STOP BUTTON: Allows you to see a map of the level you are currently playing. This is only operational if you have already collected the Map Bonus Icon.

PAUSE BUTTON: Pauses the game and also allows you to quit the game back to the main menu.

PLAYING THE GAME

As our hero in Virtuoso, you have 3 different missions to play. Each mission has 8 levels to traverse. Level 1 on each mission starts in a wide open space. Each level has an exit to the next. All exits are locked. To escape the level and move on to the next you must find the key and take it to the exit. Exits can be either doors, trap doors, ladders or other such means of escape.

Preventing you from reaching your goal will be hoards of marauding enemies, all with deadly intent on stopping your progress. As you move through the levels, you will find that enemies become more intelligent and of greater danger to your health.

Your health level is displayed at all times in the top left hand corner of the screen. You must always maintain your health level, if it dwindles to nothing you will die.

GAME SCREEN

A) LIFE METER
Indicates your remaining lifespan.

B) SCORE
Keeps a cumulative total of your points.

C) RADAR
If collected, allows you to track the position of your enemies.

D) LIFE ICONS
Shows the number of lives remaining.

E) SMART BOMBS AND KEY INVENTORY
Indicates how many smart bombs you have in your inventory, and if you have obtained a key.

COLLECTABLES

Dotted around each level you will find useful collectables that will help you to survive your mission. Each collectable is displayed as a spinning target. To reveal it's contents you must shoot it. Collect the object by walking over it. Concealed within these collectables are:

WEAPON POWER UPS:

Plasma Bolts: High energy balls of plasma.

Laser Bolts: Forced energy streams of light.

Guided Missiles: Guided missile launcher. Point, shoot and forget!

You may only carry one weapon. If you collect the same weapon more than once you will increase the strength of the weapon. Collect a different weapon and your weapon will be at standard strength again.

OTHER COLLECTABLES:

HEALTH BONUS: Collect these to part restore your health level.

EXTRA LIFE BONUS: Collect these to increase your life expectancy.

RADAR: Collect this to install your radar scanner.

KEYS: You will find one of these on each level. Now find the door to use it with.

MAP: Collect this and you can then plot your position on the terrain map by pressing the Stop Button.

SCORE BONUS: Increase your score with score bonuses of 1000, 3000 and the Super Bonus of 10,000 points!

GOLD COINS: Use these to destroy attacking suits of armor on certain levels.

SAVING GAMES

At the end of every level of the mission you are currently playing, you are asked if you would like to save the game at that stage. This will save all information on the current game including the score you have achieved.

The 3DO stores the game internally on non-volatile RAM. Other games also use this RAM for storage. If the NVRAM becomes full you will not be able to save a game (the SAVE game function will be locked out)

HINTS AND TIPS

1) The radar icon is always located on the first level. You will need it to successfully progress later levels, so find it now.

2) Once you collect a weapon try to collect more of the same. This will increase your weapons strength.

3) Some doors open automatically for certain robots. By timing it correctly you should be able to get through the door unhindered.

4) When your energy gets too low you will need to find health boosts. Don't engage any enemies, just keep avoiding them by walking and keeping your head low.

5) Remember that you are playing for points. It is not merely a case of getting to the end of each level, you also want a high score, so keep an eye out for the bonus points.

6) Always save your game at the end of every level.

ACKNOWLEDGEMENTS

The music for Virtuoso has been written and performed by Thai Dyed Suicide. Recorded and engineered at MIXSTUDIO - with thanks to Mick and Helen.

The band emerged in 1992 from a string of local talent. Battling against several line up changes they eventually settled on a group of four, combining a mixed bag of influences. This culmination of tastes led to an original sounding new style, which has gathered them a loyal following. The band consists of:

Adam Bailey - Vocals
Jon Dunn - Guitars and
Backing vocals
Andy Taylor - Bass
Richard Lawley - Drums

Thai Dyed Suicide are as yet unsigned.

WARRANTY

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